

Please amend the application as follows:

**IN THE SPECIFICATION:**

Please delete the second paragraph on page 9 bridging to page 10 and substitute by the following:

--

The control circuit 7 comprises a communications board 20 in addition to a microcomputer 8. The display means 21 of a jackpot and a data exchange and data balancing of the entertainment automat 1 disposed in the communications network are controlled ~~controlled~~ by the communications board 20. In addition, the microcomputer 8 includes a serial interface not illustrated. A connection is furnished to the communications board 20 with the serial interface (TTL-level). The serial interface is formed as an RS 232 interface.

--.

Please delete the second paragraph on page 11 bridging to page 12 and substitute by the following:

--

The combining of the entertainment automats 1 and the communications of the entertainment automats 1 is performed through the respective communications board 20. Each communications board 20 carries an individual address number, which is once set through a rotary

switch. After switching on of the entertainment automat 1 the automatic recognition is performed determining this entertainment automat 1 performed the master function or the slave function. After the switching on, each one of the entertainment automats 1 the automatic recognition is performed as to which entertainment automat assumes the master function or the slave function. After turning on, the entertainment automats wait for a time period of three seconds+(50 milliseconds times individual address number) for a recognition signal of the master. Since at this point in time no entertainment automat 1 has assumed the master function, the recognition signal does not appear. In this case the communications board 20 sends after an additional two seconds a master function assumption signal. According to the above recited time calculation, the entertainment automat 1 with the lowest address number will send this signal first and assumes the master function. The remaining communications board 20 will confirm the receipt of this signal and will behave as slaves in the communications network. The data are actualized, that is the master calls for the data from each individual slave, accumulates the total sum and delivers the data back to the slaves through the communications network every (30 milliseconds times entertainment automat number in the communications network) such that each

communications board 20 contains the same data contents. Each slave can assume the master function in case of a failing function of the master thereby. Such a compound offers the advantage of multimaster capabilities. Each communications board 20 contains its own central processing unit CPU 22 with the communications software and all data relevant for the control of the compound and the communications board 20 can therefore assume both the function of the master as well as the function of a slave. Based on this feature it is assured that even upon failure of a master at each time the valid state of data and the overall functioning of the system remains intact with the exception of the original master.

--.

Please delete the first paragraph on page 14 and substitute by the following:

--

The entertainment automat 1 with the master function inquires the data are from each individual slave every 30 milliseconds and receives thus the ~~increase~~ increased amount of the jackpot. These part amounts are accumulated by the master, the actual jackpot value is calculated and is delivered to the slaves through the communications network. If thereby a reaching or surpassing of the jackpot release value is determined, then a

special jackpot game sequence is activated by the control unit 7, which jackpot game sequence is the same at all entertainment automats 1.

--.

Please delete the second paragraph on page 14 and substitute by the following:

--

If the jackpot game sequence was initiated, then the possibility is given to each user of the entertainment automat 1 at each entertainment automat 1, which is networked and was previously played, to achieve a predetermined result within a predetermined time and with the video screen 2 ~~[[8]]~~ displayable time period, that is the player has to reach a winning symbol combination predetermined by the entertainment automat after an arbitrary number of games during this time period. The time and way of the supplemental game is determined by the game software employed.

--.

Please delete the first paragraph on page 19 bridging to page 21 and substitute by the following:

--

Several coin operated entertainment automats 1 of ~~[[of]]~~ the same construction type are networked to each other according to a further embodiment of the Invention illustrated in FIG. 5 ~~[[7]]~~. The network

(operational block 49) is initiated by actuating the power switch of each entertainment automat 1, wherein one of the entertainment automats 1 assumes the master function according to FIG. 5. The further entertainment automats 1 present in the network switch to a slave function according to FIG. 6. The master function comprises essentially that the coordination of the entertainment automats 1 present in the network is assumed, in particular with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats 1 present in the network at the same time. In case of a sufficient credit balance state a symbol combination is randomly determined in the operational block 50 and is displayed in the symbol display device 2. An adjustable shared part amount of the game stake of each base game is transferred to a common jackpot counter (operational block 51). The counter state of the jackpot counter is checked in a branching block 51 following to the determination of the winning value in the base game. If the predetermined jackpot counter state is reached or surpassed, then the master (operational block 53) sends a control signal to all other entertainment automats 1 present in the network, wherein the slaves switch to the special game based on the control signal after termination of the base game. It is monitored in the operational block 54, if

an okay signal was returned by all slaves. In the following the special game is started at the same time in all participating coin actuated entertainment automat 1.

--.

Please delete the third paragraph on page 22 and substitute by the following:

--

In case of a remaining residual game time, winning symbols displayed with the symbol display device 2 can be held (operational block 42, operational block 46) in the following by actuating the operational element 3 [[34]] or all up to now held cards can be thrown out by actuating the entry block 41.

--.

Please delete the second paragraph on page 29 bridging to page 30 and substitute by the following:

--

Upon actuation of the hand out key (entry block 41) the cards not held or winning symbols not held are replaced by randomly determined new winning symbols. The start of the new game is synchronized with the further entertainment automats 1 in the following operational block 67. The individual game results of each entertainment automat 1 are fed to the master entertainment automat (operational block [[58]] 68), wherein the

master entertainment automat collects and accumulates the individual game results. The obtained game results are communicated to the slaves in a following operational block 69. The winning value coordinated to each obtained symbol combination is communicated to the master entertainment automat. The winning value coordinated to the obtained symbol combination is determined by each slave (operational block 70) in the following and is displayed with the display means disposed on the side of the entertainment automat. A return is performed from the operational block 70 and the branching block [[15]] 71 by checking, if a predetermined number of games has been performed. In the following the winning value display 58 is activated by the branching block 71, and a return is performed from the winning value display 58 to the entry operational block 50 for determining a game entitling credit balance.

--.

Please delete the second paragraph on page 32 bridging to page 33 and substitute by the following:

--

Upon actuation of the hand out key (entry block 41), the cards not held or winning symbols not held are replaced by winning symbols randomly determined. The start of a new game is synchronized with the

further entertainment automats 1 in the following operational block 67. The individual game results of each entertainment automat 1 are fed to the master entertainment automat (operational block [[58]] 68), wherein the master entertainment automat collects and accumulates the individual game results and communicates the individual game results to the slaves. The winning value associated with the obtained symbol combination is determined in the following by each slave (operational block 70) and is displayed with a display means disposed on the side of the entertainment automat. A return is performed from the operational block 70 to branching block 71 by checking, if the predetermined number of games has been performed. The winning value display 58 is activated in the following by the branching block 71 and a return is performed from the winning value display 58 to the entry operational block 50 for determining a presence of a credit balance entitling to a game.

--.

IN THE CLAIMS: